



STAR
WARS



Hit Points

140

Defense

21

Attack

+16

Damage

20

Special Abilities

Unique. Melee Attack: Triple Attack

Dark Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability.)

Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)

Master Tactician (You automatically choose who goes first except on a roll of 1)

Force Powers

Force 2. Force Renewal I

Force Corruption (Force 2, replaces attacks: range 6, non-Droids only; 20 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 20 damage. On a success, that character is no longer corrupted.)

Force Storm 2 (Force 2, replaces attacks: 20 damage to all adjacent characters)

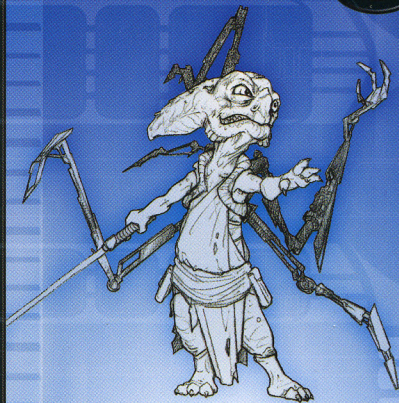
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Commander Effect

Droids are subject to these effects: Non-Unique followers within 6 squares get +4 Attack. Once per round, after initiative is determined, 1 ally can immediately move up to its Speed before any other character activates.



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**STAR
WAR**

Hit Points
110
Defense
18
Attack
+12
Damage
20
Special Abilities

Unique, Melee Attack; Double Attack

Affinity (May be in a Rebel squad)

Droid Mark (When this character activates, you may choose an allied Droid character within 6 squares. Until the start of the next round, that character gains **Draw Fire** [If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 1])

Immediate Droid Reserves 30 (If you roll exactly 5, 10, 15, or 20 for initiative, you can add up to 30 points of non-Unique Droid characters from any faction to your squad, adjacent to this character, immediately before your first activation of the round)

Force Powers

Force 3

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 1)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 1)

Surprise Move (Once per round, after initiative is determined, this character can immediately move up to his Speed before any other character activates)


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Hit Points

130

Defense

20

Attack

+13

Damage

20

Special Abilities

Unique. Melee Attack; Double Attack

Affinity (May be in a Rebel squad)

Crowd Fighting (This character gets +2 Attack for every adjacent character other than her target)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)
Stealth

Force Powers

Force 2. Force Renewal I; Master of the Force 2 Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 1)

Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)



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3/60



CHEWBACCA OF HOTH



**STAR
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CHEWBACCA OF HOTH

22

Hit Points

100

Defense

17

Attack

+8

Damage

20

Special Abilities

Unique

Wookiee

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Gunner +10 (Can combine fire with adjacent allies who have Mounted Weapon, granting +10 Damage)

Industrial Repair 20 Replaces attacks: touch; remove 20 damage from 1 character with Mounted Weapon)



Chewbacca defies both the harsh environment and Imperial invaders in the defense of Echo Base.

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ELITE HOTH TROOPER



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ELITE HOTH TROOPER

12

Hit Points 30

Defense 16

Attack +6

Damage 20



Echo Base's veteran troopers inspired their allies to stand their ground against the overwhelming Imperial forces.

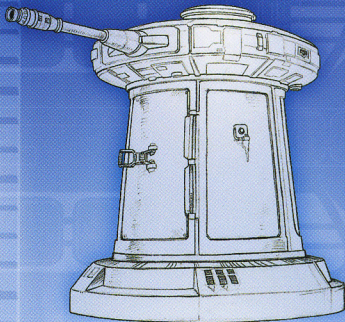
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5/60 ●

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**GOLAN ARMS DF.9
ANTI-INFANTRY BATTERY**



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**GOLAN ARMS DF.9
ANTI-INFANTRY BATTERY**

26

Hit Points

120

Defense

12

Attack

+10

Damage

20

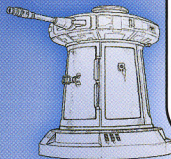
Special Abilities

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Emplacement (Cannot move or be moved. Set up anywhere on your half of the battle map.)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)



A 360-degree firing arc and a rapid rate of fire, as well as explosive energy bolts, make this weapon emplacement unsurpassed against infantry assault.

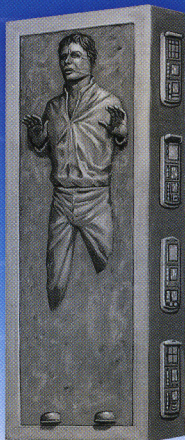


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HAN SOLO IN CARBONITE



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HAN SOLO IN CARBONITE

X

Hit Points



Defense



Attack



Damage



Special Abilities

Unique

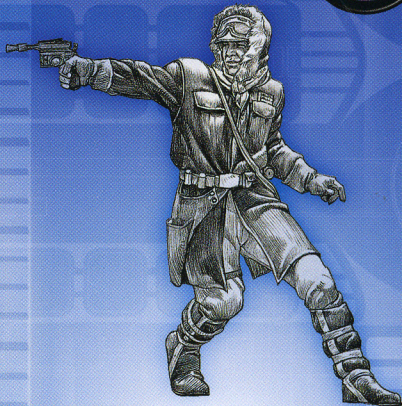
Frozen in Carbonite (During setup, choose another character whose name contains Han Solo. This character's point cost [X] is 1/2 the printed cost of the chosen character. An opponent sets up this character along with his or her squad. This character cannot be activated, cannot move, and does not count as a legal target. Its space cannot be entered, but it provides cover. If an ally ends its turn adjacent to this character, you may immediately remove this character from play and place the chosen character in its space. The newly placed character cannot activate this round.)



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Hit Points

80

Defense

18

Attack

+8

Damage

20

Special Abilities

Unique

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)



"Well, Your Worship, looks like you managed to keep me around for a little while longer."

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HOTH TROOPER OFFICER



**STAR
WARS**



HOTH TROOPER OFFICER

17

Hit Points

40

Defense

17

Attack

+7

Damage

10

Special Abilities

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage).

Commander Effect

Rebel trooper followers within 6 squares gain Deadeye.



Under the command of the battle-toughened General Rieekan, Rebel Alliance officers direct the defense of Echo Base.

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9/60 ♦

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**HOTH TROOPER WITH
REPEATING BLASTER CANNON**



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**HOTH TROOPER WITH
REPEATING BLASTER CANNON**

21

Hit Points

60

Defense

14

Attack

+8

Damage

20

Special Abilities

Heavy Weapon (Can't attack and move in the same turn)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Speed 1 (Can move only 2 squares without attacking)

Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)



The Merr-Sonn Mark II repeating blaster cannon saw heavy use against Imperial infantry at the Battle of Hoth.



10/60 ♦

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JUNO ECLIPSE



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JUNO ECLIPSE

8

Hit Points

40

Defense

13

Attack

+5

Damage

10

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Disruptive (Suppresses enemy commander effects within 6 squares)



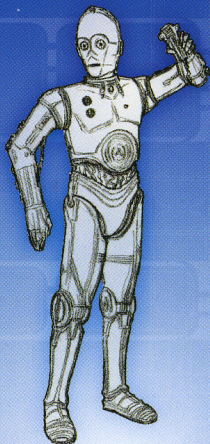
An Imperial commander who secretly regrets her role in the brutal Imperial assault on Callos, Juno Eclipse was hand-picked by Darth Vader to pilot the Rogue Shadow. But fate intervenes, and she finds herself hunted by the very Empire she once served.

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Hit Points 60

Defense 17

Attack +0

Damage 0

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Droid Coordinator (Non-Unique Droid allies gain Speed 8)

Commander Effect

At the end of this character's turn, 2 allies within 6 squares of this character who are the same size may switch positions.



Commander Narra, a veteran Alliance starfighter pilot, used K-3PO to record his memoirs.

The protocol droid absorbed this information and became a tactical expert, coordinating droids at Echo Base.

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**LUKE SKYWALKER,
HOTH PILOT UNLEASHED**



**STAR
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**LUKE SKYWALKER,
HOTH PILOT UNLEASHED**

28

Hit Points

80

Defense

19

Attack

+11

Damage

20

Special Abilities

Unique. Pilot

Demolition Charge (Replaces turn: 1 adjacent Huge or larger enemy with Mounted Weapon is defeated; save 6)

Force Powers

Force 2

Force Renewal I (This character gets 1 Force point each time he activates)

Force Push 4 (Force 4, replaces attacks: sight; 40 damage; push back target 4 squares if Huge or smaller)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

"I'm not such a bad pilot myself."

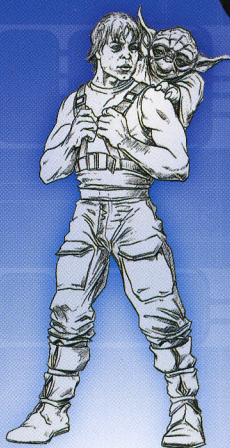


13/60 ★

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**LUKE SKYWALKER
AND YODA**



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WARS**



**LUKE SKYWALKER
AND YODA**

70

Hit Points 150

Defense 20

Attack +13

Damage 20

Special Abilities

Unique (Counts as both Luke Skywalker and Yoda)

Melee Attack

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

Force Powers

Force 3. Force Renewal 3; Master of the Force 3 Force Alter (Force 1; range 6; any 1 enemy rerolls its last attack)

Force Defense (Force 3; Cancel a Force power used by a character within 6 squares)

Force Push 3 (Force 3, replaces turn: range 6; 30 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 3 squares if Huge or smaller)

Force Stun (Force 1, usable only on this character's turn: range 6; target living enemy is considered activated this round; save II)

Lightsaber Reflect (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of II and the attacker takes 10 damage, save II)

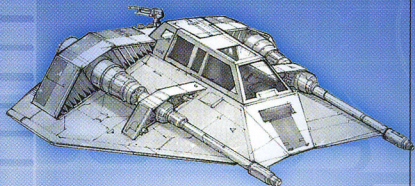


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Hit Points

90

Defense

20

Attack

+12

Damage

20

Special Abilities

Unique (Counts as Luke Skywalker). **Flight Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Harpoon Gun (Replaces attacks: range 6; target enemy with Mounted Weapon cannot move this round; save 11)

Mobile Attack (Can move both before and after attacking); **Speed 16**

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)



Force Powers

Force 4



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Hit Points
130
Defense
23
Attack
+12
Damage
20
Special Abilities

Unique

Melee Attack; Double Attack
Affinity (May be in a Republic squad that does not contain any characters with Order 66)

Special Abilities
Force 2. Force Renewal I
Force Repulse 5 (Force 5, replaces turn: 50 damage to all characters within 5 squares; push back Huge or smaller characters to 6 squares from this character. Huge or smaller characters are considered activated this round; save 16.)

Commander Effect

Fringe followers within 6 squares get +3 Attack and +3 Defense.


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Hit Points

10

Defense

12

Attack

+0

Damage

10

Special Abilities

Heal 10 (Replaces attacks: touch; remove 10 damage from a living character)

Melee Attack (Can attack only adjacent enemies)

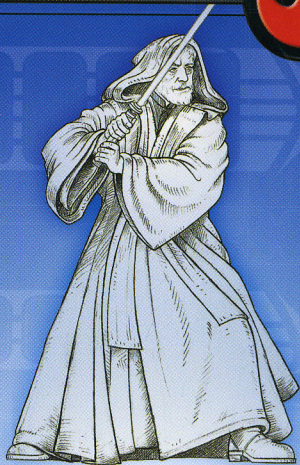


Soft-spoken but firm, and gifted with analytical minds, Mon Calamari make excellent medical techs.

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**OBI-WAN KENOBI,
UNLEASHED**



**STAR
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**OBI-WAN KENOBI,
UNLEASHED**

44

Hit Points

110

Defense

20

Attack

+15

Damage

20

Special Ability

Unique

Melee Attack; Double Attack

Force Powers

Force 2. Force Renewal I

Force Heal 20

Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

Force Repulse 3 (Force 3, replaces turn: 30 damage to all characters within 3 squares; push back Huge or smaller characters to 4 squares from this character. Huge or smaller characters are considered activated this round; save 11.)

Force Spirit 8 (If this character is defeated, immediately add 8 Force points to an allied character with a Force rating; that allied character can spend Force points one extra time per turn for the rest of the skirmish)



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**PRINCESS LEIA OF
CLOUD CITY**



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**PRINCESS LEIA OF
CLOUD CITY**

14

Hit Points

60

Defense

16

Attack

+8

Damage

20

Special Abilities

Unique

Force Powers

Force 2

Force Sense (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)



"I know where Luke is."

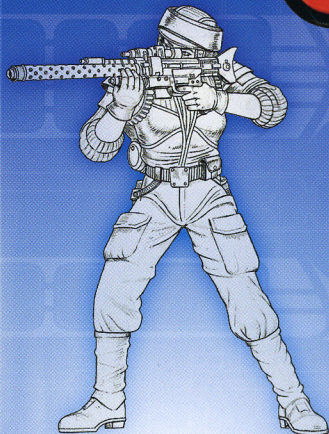
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REBEL MARKSMAN



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REBEL MARKSMAN

15

Hit Points

10

Defense

12

Attack

+6

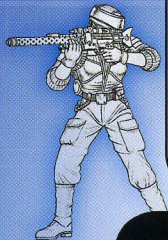
Damage

20

Special Abilities

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Deadeye (On this character's turn, if she doesn't move, she gets +10 Damage)



These deadly accurate snipers can pick off Imperial stormtroopers long before they get close to a Rebel base.

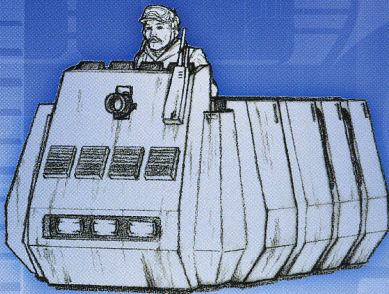
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REBEL TROOP CART



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REBEL TROOP CART

15

Hit Points

50

Defense

18

Attack

+0

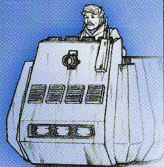
Damage

0

Special Abilities

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Troop Cart (This character can transport up to 1 Large ally or 2 Small or Medium allies who end their moves adjacent to it. Remove those allies from the battle grid; they move simultaneously with this character, have cover, and are considered adjacent to it. They can make attacks, counting distance from this character. A transported ally can return to the battle grid immediately before your first activation of the round. If this character is defeated, all transported allies are also defeated; save 6.)



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REBEL TROOPER ON TAUNTAUN



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REBEL TROOPER ON TAUNTAUN

13

Hit Points

40

Defense

13

Attack

+6

Damage

10

Special Abilities

Mobile Attack (Can move both before and after attacking)

Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Spotter +20 (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target)



The swift and sure-footed tauntauns were invaluable for Hoth patrols.

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**STAR
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TM

II
Hit Points
10
Defense
12
Attack
+4
Damage
10
Special Abilities

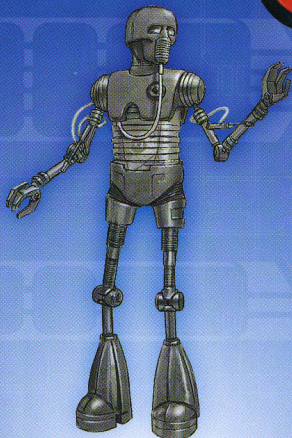
Missiles 30 (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save II)



These specialized soldiers are tasked with destroying Imperial air and ground vehicles.

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Hit Points

30

Defense

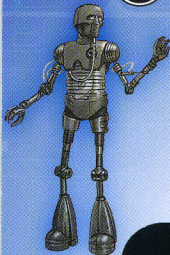
15

Attack

+2

Damage

10



Special Abilities

Unique. Droid

Emergency Life Support (Adjacent living allies gain **Avoid Defeat** [Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated])
Heal 30 (Replaces attacks: touch; remove 30 damage from a living character)
Melee Attack (Can attack only adjacent enemies)

A medical and surgeon droid serving the Alliance, 2-1B revived the frozen Luke on Hoth and later affixed his cybernetic hand.



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**VADER'S APPRENTICE,
REDEEMED**



**STAR
WARS**



**VADER'S APPRENTICE,
REDEEMED**

48

Hit Points

130

Defense

22

Attack

+11

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Force Powers

Force 2; Force Renewal I

Force Push 4 (Force 4, replaces attacks: sight; 40 damage; push back target 4 squares if Huge or smaller)

Force Push 5 (Force 5, replaces turn: range 6; 50 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 5 squares if Huge or smaller. Huge or smaller characters are considered activated this round; save 16)

During his meditations, Vader's Apprentice sees many paths before him, and many possible futures...



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STAR
WARTM



Hit Points

20

Defense

15

Attack

+3

Damage

10

Special Abilities

Jolt (An enemy hit by this character's attack is considered activated this round; save II. Huge and larger characters ignore this effect.)

Droid Defender (If an enemy targets an allied Droid within 6 squares of this character, you may force that enemy to target this character instead if it can; save II)

Rig Blaster (Allies within 6 squares with nonmelee attacks that deal exactly 10 damage gain Jolt)



The insectoid Verpine are natural tinkers who compulsively disassemble and improve technology that falls into their hands.



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WARTM

**WEDGE ANTILLES,
RED TWO**



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**WEDGE ANTILLES,
RED TWO**

13

Hit Points

50

Defense

17

Attack

+8

Damage

10

Special Abilities

Unique. Pilot

Avoid Defeat (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

Mobile Attack (Can move both before and after attacking)



At the Battle of Yavin, Wedge was wingman to Luke Skywalker on his final attack run against the Death Star. He went on to serve as Rogue Two in the Battle of Hoth.

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WOOKIEE WARRIOR



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WOOKIEE WARRIOR

13

Hit Points

40

Defense

13

Attack

+6

Damage

20

Special Abilities

Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11)



Armed with grenade launchers and thermal detonators, Wookiee warriors are formidable Rebel soldiers.

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ADMIRAL OZZEL



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ADMIRAL OZZEL

11

Hit Points

40

Defense

14

Attack

+4

Damage

10



Special Abilities

Unique

Imperial Reserves 20 (If you roll exactly 6 for initiative, you can add up to 20 points of non-Unique Imperial characters to your squad immediately before your first activation of the round)

Commander Effect

You activate only 1 character each phase.
(This includes Droid and Savage characters.)

*"You have failed me for the last time, admiral."
—Darth Vader*

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AT-AT DRIVER



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AT-AT DRIVER

11

Hit Points

40

Defense

15

Attack

+4

Damage

20

Special Abilities

Gunner (Can combine fire with adjacent allies who have Mounted Weapon)



Teams of two specialized drivers operate the massive Imperial walkers.

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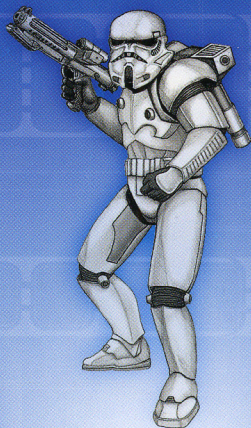


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DARK TROOPER



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DARK TROOPER

14

Hit Points

20

Defense

16

Attack

+8

Damage

20

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Heavy Weapon (Can't attack and move in the same turn)

Splash 20 (If this character's attack hits, all characters adjacent to the target take 20 damage; save 11. If the attack misses, the target and all adjacent characters take 20 damage; save 11.)



Once the dark trooper is in position, its charged arc caster can scorch groups of enemies.



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**DARTH VADER,
UNLEASHED**



**STAR
WARS**™



**DARTH VADER,
UNLEASHED**

50

Hit Points

140

Defense

23

Attack

+15

Damage

20

Special Abilities

Unique

Dark Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability.)

Melee Attack; Double Attack

Force Powers

Force 2: Force Renewal I

Force Grip 4 (Force 4, replaces attacks: sight; 40 damage)

Force Sense (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)

Lightsaber Throw 5 (Force 5, replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make 2 attacks against the chosen enemy and against each character adjacent to that enemy.)



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EMPEROR'S SHADOW GUARD



STAR WARS™



EMPEROR'S SHADOW GUARD

23

Hit Points

90

Defense

19

Attack

+8

Damage

20



Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

Melee Attack (Can attack only adjacent enemies)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force I

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)

With their distinctive black armor, the Shadow Guard served the Emperor during the Great Jedi Purge.

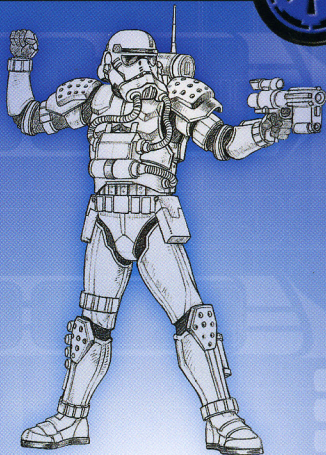


33/60 ♦

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EVO TROOPER



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TM



EVO TROOPER

13

Hit Points

30

Defense

16

Attack

+7

Damage

20

Special Abilities

Deceptive (+10 Damage against an enemy who has activated this round)



These troopers have specialized armor allowing them to operate efficiently in extremely hazardous or difficult environments.

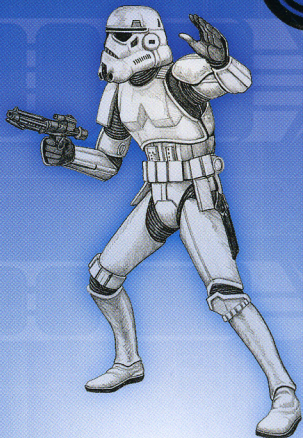
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WARS**
TM



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**FELUCIAN
STORMTROOPER OFFICER**



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**FELUCIAN
STORMTROOPER OFFICER**

16

Hit Points

30

Defense

18

Attack

+8

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Commander Effect

Trooper followers within 6 squares gain **Advantageous Cover** (+8 Defense from cover instead of +4).



The jungle world of Felucia, a key strategic location during the Clone Wars, was occupied by Imperial Forces after Palpatine's victory.

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GOTAL IMPERIAL ASSASSIN



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GOTAL IMPERIAL ASSASSIN

21

Hit Points

40

Defense

14

Attack

+7

Damage

10

Special Abilities

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Careful Shot +6 (On this character's turn, if he doesn't move, he gets +6 Attack)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)



With their extreme sensitivity to electromagnetic and biokinetic radiation, Gotals can strike their targets unerringly.



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IMPERIAL NAVY TROOPER



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IMPERIAL NAVY TROOPER

6

Hit Points

10

Defense

13

Attack

+6

Damage

10

Special Abilities

Synchronized Fire (Characters named Imperial Navy Trooper who combine fire with this character grant +6 Attack instead of +4)



These black-uniformed soldiers staff the mighty vessels of the Imperial starfleet.

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RAXUS PRIME TROOPER



STAR
WARSM



RAXUS PRIME TROOPER

5

Hit Points

10

Defense

15

Attack

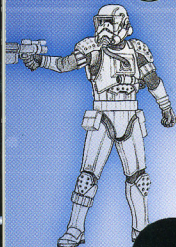
+5

Damage

10

Special Abilities

Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall)



The junkyard planet of Raxus Prime was Count Dooku's base during the Clone Wars and continues to be strategically important to the Empire.

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SNOWTROOPER



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SNOWTROOPER

7

Hit Points

20

Defense

16

Attack

+4

Damage

10



Snowtrooper armor includes special fabric to retain heat and boot soles that firmly grip slippery surfaces.

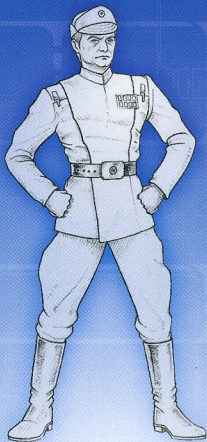
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**STAR DESTROYER
OFFICER**



**STAR
WARS**™



**STAR DESTROYER
OFFICER**

12

Hit Points

30

Defense

13

Attack

+4

Damage

10



Commander Effect

Characters named Imperial Navy Trooper within 6 squares gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving).

The disciplined crews of the Imperial capital ships operate as efficiently as machines under the leadership of their officers.

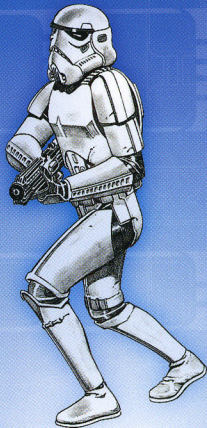


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STORMTROOPER



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STORMTROOPER

5

Hit Points

10

Defense

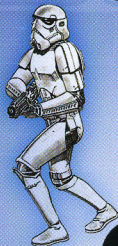
16

Attack

+4

Damage

10



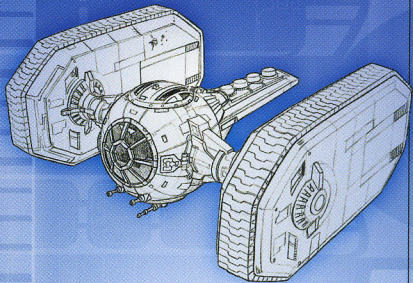
These Imperial shock troopers strike with speed and accuracy, never questioning their orders.

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Hit Points

80

Defense

16

Attack

+10

Damage

20

Special Abilities

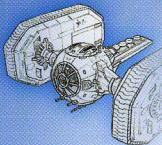
Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)

Rigid (Can't squeeze)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)



A TIE fighter cockpit suspended between two massive tank treads, the "century tank" is an inexpensive and compact assault vehicle.

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**VADER'S APPRENTICE,
UNLEASHED**



**STAR
WARS**



**VADER'S APPRENTICE,
UNLEASHED**

48

Hit Points 130

Defense 20

Attack +13

Damage 20



Special Abilities

Unique

Melee Attack; Double Attack

Force Powers

Force 2; Force Renewal I

Force Lightning 4 (Force 4, replaces attacks: range 6; 50 damage to target. Huge or smaller characters are considered activated this round; save 16)

Force Lightning 5 (Force 5, replaces turn: range 6; 60 damage to target and 2 characters adjacent to that target. Huge or smaller characters are considered activated this round; save 16)



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**WOOKIEE HUNTER
AT-ST**



**WOOKIEE HUNTER
AT-ST**

58

Hit Points

120

Defense

14

Attack

+8

Damage

40

Special Abilities

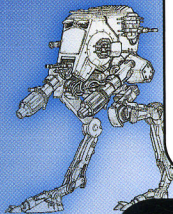
Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Double Attack; Mobile Attack (Can move both before and after attacking)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Net Gun 16 (Replaces attacks: range 6; target enemy and each character adjacent to that target are considered activated this round; save 16 negates. Huge and larger characters and characters with Mounted Weapon ignore this effect.)

Rigid (Can't squeeze)



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Hit Points

70

Defense

16

Attack

+9

Damage

10

Special Abilities

Unique

Affinity (May be in a Rebel squad)

New Republic/Rebel Reinforcements 30

(During setup, after seeing your opponent's squad, you can add up to 30 points of non-Unique New Republic or Rebel characters to your squad)

Commander Effect

Each follower can move up to half its Speed and still use Force powers and special abilities that grant extra attacks.



This Corellian senator helped form the early Rebel Alliance. He later split with the Rebels to lead his own private army, but during the Thrawn crisis, he committed his forces to the New Republic cause.

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Hit Points

40

Defense

15

Attack

+7

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall)

Wheel Form (This character can move up to 18 squares if he does not attack)



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**BOBA FETT,
MERCENARY**



**STAR
WARS**™



**BOBA FETT,
MERCENARY**

58

Hit Points

110

Defense

19

Attack

+10

Damage

20

Special Abilities

Unique. Flight

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bounty Hunter +4 (+4 Attack against Unique enemies)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Intuition (Once per round, after initiative is determined, this character can immediately move up to his Speed before any other character activates)



Boba Fett's distinctive, battered armor strikes fear into the hearts of fugitives.



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Hit Points

10

Defense

12

Attack

+0

Damage

0



Special Abilities

Diplomat (This character is not a legal target, and does not count as the nearest enemy, if an enemy without Diplomat is in line of sight. These restrictions apply even to adjacent attackers.)

The pacifistic Caamasi are known throughout the galaxy as philosophers and diplomats.

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CLOUD CAR PILOT



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CLOUD CAR PILOT

8

Hit Points

10

Defense

13

Attack

+5

Damage

20

Special Abilities
Pilot



Cloud City's security force, the Bespin Wing Guards, patrol in twin-pod cloud cars.

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FELUCIAN WARRIOR ON RANCOR



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FELUCIAN WARRIOR ON RANCOR

52

Hit Points 140

Defense 20

Attack +11

Damage 20

Special Abilities

Melee Attack; Triple Attack

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Parry (When hit by a melee attack, this character takes no damage with a save of 11)
Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)

Regeneration 10 (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Force Powers

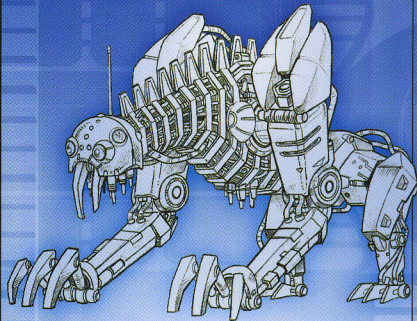
Force 2



50/60

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Hit Points

80

Defense

14

Attack

+8

Damage

20

Special Abilities

Droid

Ambush (This character can move and then make all its attacks against 1 enemy who has not activated this round)

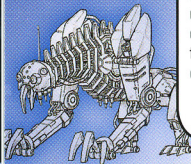
Melee Attack; Double Attack

Rapport (Costs 1 less when in the same squad as a character named Kazdan Paratus)

Shields I (When this character takes damage, it reduces the damage dealt by 10 with a save of 11)

Speed 8

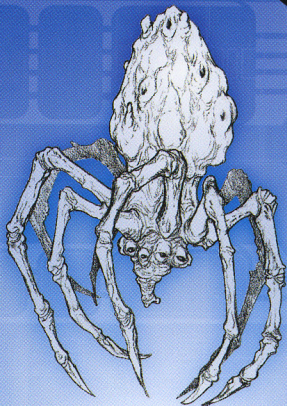
Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)



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KNOBBY WHITE SPIDER



**STAR
WAR**



KNOBBY WHITE SPIDER

38

Hit Points

110

Defense

18

Attack

+8

Damage

20

Special Abilities

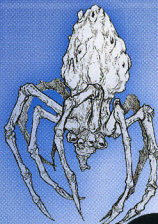
Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Quadruple Attack (On its turn, this character can make 3 extra attacks instead of moving)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)



This Dagobah predator is actually the offspring of the gnarltree, roaming the swamps in search of nourishment before anchoring its leg-roots.

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Hit Points

110

Defense

19

Attack

+9

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Special Abilities**Force 2. Force Renewal I**

Force Push 2 (Force 2, replaces attacks: range 60; 20 damage, push back target 2 squares if Huge or smaller)

Force Repulse 2 (Force 2, replaces attacks: 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character)

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)


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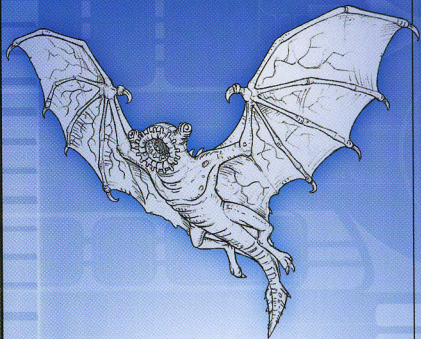
Hit Points
10
Defense
11
Attack
+3
Damage
10
Special Abilities

Tactics Broker (Once per round, before initiative is determined, choose 1 other character in your squad. Remove that character from play; that character is defeated. An opponent's initiative check result automatically becomes 1.)



The bankers of Muunilinst trade in every conceivable commodity—including battle plans.

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Hit Points

10

Defense

13

Attack

+0

Damage

10

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Absorb Minerals (+10 Damage against Droid enemies and enemies with Mounted Weapon)

Demolish (Ignores Damage Reduction of adjacent targets)

Melee Attack (Can attack only adjacent enemies)

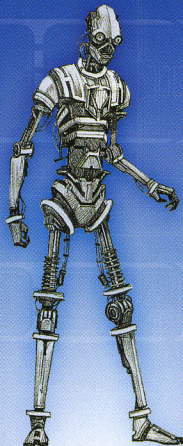
Swarm +1 (+1 Attack against a target for each other allied character named Mynock adjacent to that target)



These space parasites attach themselves to starships and chew on power cables.



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Hit Points
120
Defense
12
Attack
+1
Damage
10

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Melee Attack; Double Attack

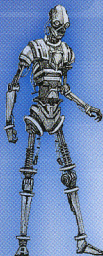
Mimetic Combat Processor (This character uses the Defense, Attack, and Damage ratings of itself or any 1 Medium character with Melee Attack within 6 squares, whichever are higher)

Force Powers

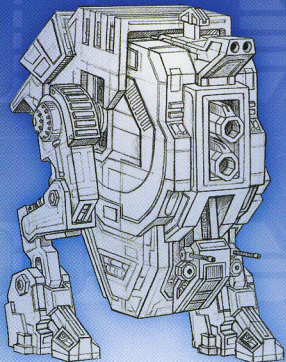
Force I

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)

With its ability to mimic any foe, PROXY serves Vader's Apprentice in martial training.


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TELOSIAN TANK DROID



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WAR



TELOSIAN TANK DROID

38

Hit Points

90

Defense

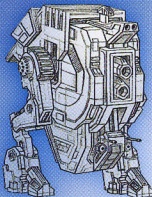
15

Attack

+9

Damage

20



Special Abilities

Droid

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Rigid (Can't squeeze)

Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

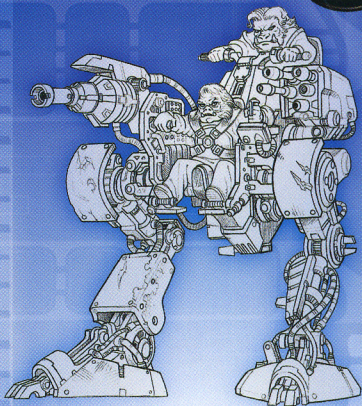


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Hit Points

100

Defense

16

Attack

+6

Damage

20

Special Abilities

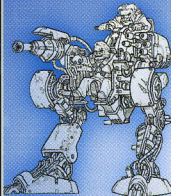
Ugghernaut

Furious Assault (Replaces turn: Can move up to 12 squares, then attack each legal target once)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Rigid (Can't squeeze)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)



Ugghernaut engineers craft deadly war machines from modified industrial equipment.



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Hit Points

30

Defense

14

Attack

+2

Damage

10

Special Abilities

Droid Mark (When this character activates, you may choose an allied Droid character within 6 squares. Until the start of the next round, that character gains **Draw Fire** [If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 1])

Melee Attack (Can attack only adjacent enemies)

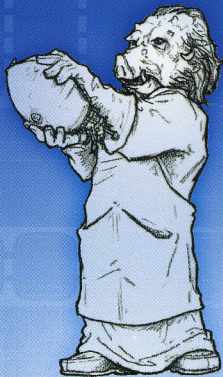
Commander Effect

Allies whose name contains Ugnaught gain **Self-Destruct 10** (When this character is defeated, each adjacent character takes 10 damage).

The Ugnaughts who are most accomplished in their profession lead groups of laborers in mines and factories.



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Hit Points

10

Defense

12

Attack

+0

Damage

10

Special Abilities

Industrial Repair 10 (Replaces attacks: touch; remove 10 damage from 1 character with Mounted Weapon)

Melee Attack (Can attack only adjacent enemies)

Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)



Ugnaughts are hardy laborers who are especially prized as miners.

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